

Fisher-PriceTM

© 1984 SSC. All rights reserved.

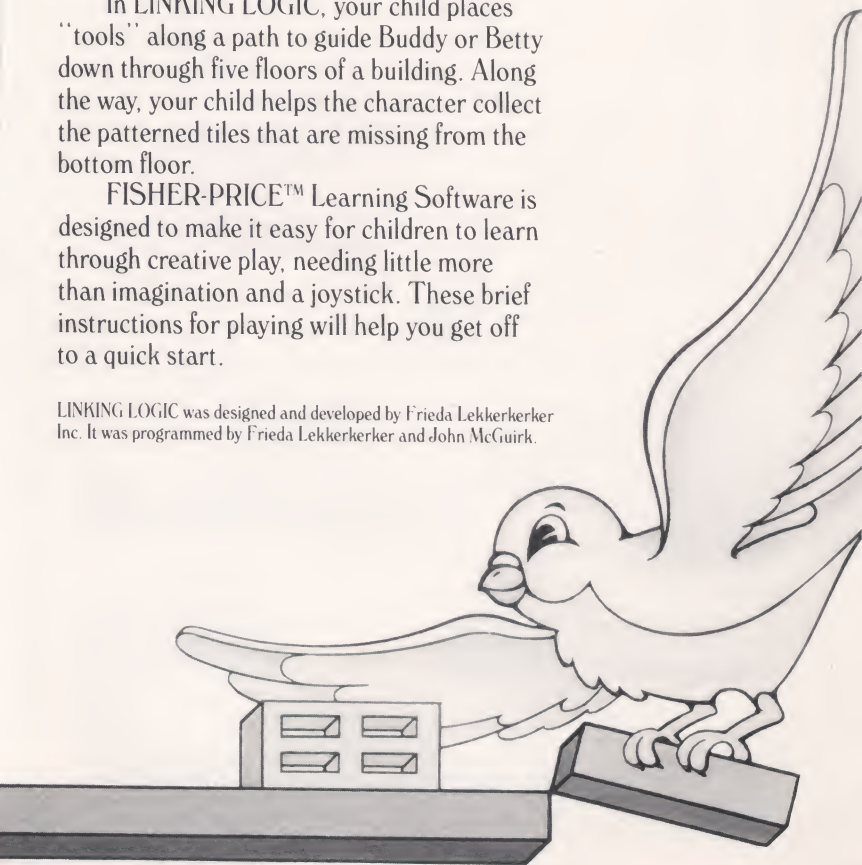
PARENTS

LINKING LOGIC™ challenges children to improve their logical reasoning and planning skills. These skills play a key role in developing a child's ability to approach and solve problems. A child learns to identify different ways to approach a problem, plan actions to be taken, and evaluate the outcome of a solution.

In LINKING LOGIC, your child places "tools" along a path to guide Buddy or Betty down through five floors of a building. Along the way, your child helps the character collect the patterned tiles that are missing from the bottom floor.

FISHER-PRICE™ Learning Software is designed to make it easy for children to learn through creative play, needing little more than imagination and a joystick. These brief instructions for playing will help you get off to a quick start.

LINKING LOGIC was designed and developed by Frieda Lekkerkerker Inc. It was programmed by Frieda Lekkerkerker and John McGuirk.



HOW DO I START?

- Be sure the computer is turned off.
- Plug in the joystick. (Use Port 2 for Commodore 64)
- Insert the cartridge into the slot. Be sure the label faces you.
- Turn on the television or monitor and the computer.
- After playing, be sure the computer is turned off before removing the cartridge.

SELECT A LEVEL

Linking Logic has 4 levels and each level has 4 rounds. Higher levels challenge your child to place "tools" (like walls and ladders) more skillfully and to collect a greater variety of patterned tiles.

To select a level, press:


the **F3** key for Commodore 64, the **SELECT** key for Atari, the **1**, **2**, **3** or **4** button for Coleco.

To return to the menu, press: the **F3** key for Commodore 64, the **OPTION** key for Atari, the **RESET** button for Coleco.

HOW DO I WIN?

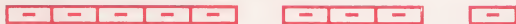
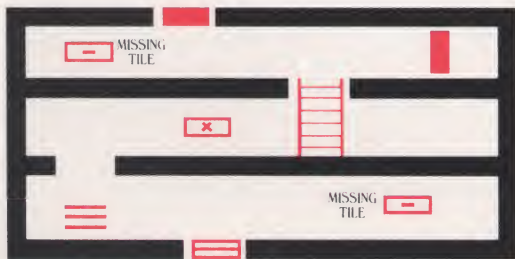
Try to score as many points as you can by skillfully using "tools" (ladders, springs, walls, and bridges), and planning a path to help you collect all the tiles that are missing from the bottom floor. When you collect every missing tile, you go on to the bonus round where you can score extra points. Then it's on to the next round!

WHAT DO I DO?

- Choose Buddy or Betty by pressing the space bar. (Press the  button for Coleco)
- Fly Billie the Bird by using the joystick.
- Pick up a tool by placing Billie on top of a tool at the bottom of the screen and by pressing the joystick button.*
- Place a tool by flying it up to where you want to leave it. Press the joystick button.*

Tool Key

Single Bridge	Place in holes in the floor
Double Bridge	Place in holes in the floor
Spring	Place on the floor under a hole in the floor above
Wall	Place along the floor where there are no holes
Ladder	Place on the floor under a hole in the floor above



TREE



LADDER



WALL.

DOUBLE
BRIDGESINGLE
BRIDGE

SPRING



BOX

NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

BUSINESS REPLY CARD
FIRST CLASS PERMIT NO. 1712 CAMBRIDGE, MA

POSTAGE WILL BE PAID BY ADDRESSEE

FISHER-PRICE Learning Software
Customer Service
P.O. Box 1327
Cambridge, Massachusetts 02238

FISHER-PRICE LEARNING SOFTWARE WARRANTY POLICY

If this product should prove defective by reason of improper workmanship or material during the first 30 days from the date of original purchase, return it to the dealer from whom it was purchased for a free replacement.

If it should prove defective after the first 30 days, mail it to FISHER-PRICE Learning Software at this address:

FISHER-PRICE Learning Software
Customer Service
P.O. Box 1327
Cambridge, Massachusetts 02238
(617) 494-1222

Linking Logic™
Proof-of-Purchase

TO HELP US PROVIDE YOU WITH BETTER SERVICE IN THE FUTURE,
PLEASE MAIL THIS CARD TO FISHER-PRICE LEARNING SOFTWARE WITHIN
10 DAYS AFTER THE DATE OF ORIGINAL PURCHASE.

Product Purchased _____ Date of Purchase _____

Place Purchased _____ Age of User _____

Computer Model Used _____ Date of Computer Purchase _____

Name _____

Address _____ Phone () _____

City _____ State _____ Zip Code _____

What member of the family bought this product? _____

How did you hear about FISHER-PRICE Learning Software?

☐ Friend ☐ Inside other Fisher-Price products ☐ Saw it in store ☐ Advertising (magazine)

☐ Other _____

Do you own any other FISHER-PRICE Learning Software Programs? _____

Which ones? _____

What other educational software products do you own? _____

Magazines read frequently _____

Fisher-Price[™]
Learning Software

Linking Logic[™]
Proof-of-Purchase


- Start the game (once all the tools you want to use are in place) by flying Billie to the tree and pressing the joystick button.*
- Pick up the missing tiles by pressing the joystick button* when Buddy or Betty walks in front of them. THESE TILES WILL BE PLACED IN THE SPACES ON THE BOTTOM FLOOR.

THE BONUS ROUND

- Move Buddy or Betty with the joystick. The building will disappear and you will have to remember your previous path so you can pick up trees instead of tiles and earn bonus points.

HINTS

1. If you pick up a tool you don't want, help Billie fly it over to the box in the lower right corner and press the joystick button.*
2. Leftover tools are saved for later rounds. Use only as many tools as you need.

* (Press any button except the  button for Coleco)

This software product is copyrighted and all rights are reserved by SSC. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Lawful users of this program are hereby licensed only to read the program from its medium into memory of a computer for the purpose of executing this program. Copying, duplicating, or otherwise distributing this product is hereby expressly forbidden.

Atari is a registered trademark of Atari, Inc., Commodore 64 is a trademark of Commodore Electronics, Ltd. and ColecoVision and Coleco Adam are registered trademarks of Coleco Industries, Inc.

LINKING LOGIC computer program is a trademark of SSC.

FISHER-PRICE and awning design are trademarks of The Quaker Oats Company and are used under license.